

LDEQ Clandestine Drug Lab Policy



LDEQ DUTIES

- Per RS: 9:3198.1, The Louisiana Department of Environmental Quality has been designated to receive notifications of clandestine methamphetamine drug lab seizures from law enforcement and other governmental entities.
- Law enforcement can get notification form from deq.louisiana.gov. Form submitted by fax to 225-219-3708.
- From the notifications, LDEQ shall compile a list of these properties for viewing by the public.
- The property owner must then take measures to demonstrate to LDEQ that contamination has been mitigated to acceptable rehabilitation levels.



EVALUATION OF REMEDIATION

- LDEQ will utilize guidelines published by the U.S. EPA, as identified at: http://www.epa.gov/oem/methlab.htm
- Remediation and ensuring safe workplace standards remain the property owner's responsibility
- Property owner will decide how mitigation takes place, the time period and duration, and whether a contractor performs the mitigation
- LDEQ will hold the property owner responsible for meeting appropriate guidelines for confirmation of removal of the property from the contaminated properties list



POTENTIALLY CONTAMINATED PROPERTY LIST

- LDEQ shall create an electronic data management system that will enable the receipt of notifications from state, parish and local law enforcement and governmental agencies of potentially contaminated clandestine drug lab properties
- The list will be made available to the public
- To remove a site from the list, the property owner must submit a report detailing the remediation activities conducted and confirming that those activities best mitigate the presence of clandestine drug lab contamination
- Upon review of the owner's final cleanup checklist, LDEQ may remove the property from the list
- Removal will be based on 3rd party claims and will not be a certification that LDEQ
 has accepted any responsibility for site conditions or future action. The property
 owner will maintain liability regarding any remaining contamination

